



The Official Online Newsletter of the Cleveland Free-Net Atari SIG

The Cleveland Free-Net Community Computer System is accessible worldwide!

telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

216/368-3888 | 300/1200/2400+ baud | type 'go atari' at any menu

Covering:

XE/XL/800/400,FALCON030/ST/TT/ST(e),PORTFOLIO,LYNX,JAGUAR

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-Mark Leair

>From the Editor

Welcome to the premier issue of CAIN! As an extension to the Cleveland Free-Net (CFN) Atari SIG, it is our hope that this newsletter will provide news, reviews, and feature articles on Atari products. Importantly, we hope to use this newsletter as a "communication-link" to those whom normally do not, or cannot log onto CFN's Atari SIG. Finally, as an extension to the

Atari SIG, we hope to provide feature articles, such as commentary and tutorials, that are normally not found in other publications. If you are interested in contributing to this newsletter, please read the section entitled "General Information of Need."

We have planned a very special first issue. First off, the Atari SIG has received a face-lift! Major Improvements have been done to the SIG. Read about these improvements in each support area. Next, Michael Current brings you information on a new 256K upgrade in his Atari 8 bit Support area. In Lynx news, Donald Thomas, Jr. of Atari Customer Services tells us what users can do that claim they should have received a free game from Atari. Read the Lynx Support Area for the latest developments. Last but not least, the Jaguar section is packed with news, reviews, and commentary on this new high-end game machine.

As this is our first issue, let us know how we are doing. Please send any comments or suggestions to "xx004@freenet.cleveland.edu" or use the U.S. mail address found in this newsletter's header. It is our utmost desire to provide a newsletter that is informative, easy to read, as well as entertaining.

Mark Leair, Editor/Publisher
CAIN Newsletter

>From the SIG Manager

If you aren't familiar with the Cleveland Free-Net, it is a large, multi-user computer system that provides free public community telecomputing. The computer system is arranged as an "electronic city" where users can choose from many topics of interest by either a menu system or by "go" commands. As computers become more popular in homes, the "Free-Net" community computer systems may one day be similar to public libraries. The difference being that anyone can access a city's Free-Net from anywhere. Many Free-Net systems are popping up throughout the world. Don't be surprised if one pops up in your neighborhood in the future.

Since the Cleveland Free-Net Atari SIG was started in 1986, it has evolved from a simple few option menu SIG to a complex (but easy to use) multiple level menu SIG. In fact, it has evolved so greatly in the last few years that it has become the largest computer SIG and one of the largest SIGs on the Cleveland Free-Net. One of the major evolutionary advancements happened on February 25, 1994 when the Atari SIG Operators released a new version of the Atari SIG. The new version includes enhancements of the already popular "8-Bit Computers Support Area", a restructured "16/32-Bit Computers Support Area", an improved "Lynx Support Area", a new "Jaguar Support Area", an expanded "Atari Library", and a new "CAIN Online Newsroom." The changes made were so great that the new version took the Atari SIGOps over two months to complete.

The main goal of the Cleveland Free-Net Atari SIG is to offer the most support possible to Atari users. The Atari SIGOps work to reach this goal by providing as much information online as possible and by making this information easily accessible. As in the CAIN acronym, INFORMATION is a big part of the Cleveland Free-Net Atari SIG and this newsletter. This is important because the world is reaching a point in time where information is everything.

"You get what you pay for"

Isn't that a silly statement? If you are a regular user of the Cleveland Free-Net Atari SIG, you realize how silly that statement is. There is a lot of quality support for \$10/hour? \$8/hour? \$5/hour? \$3/hour?! \$2/hour?! Try \$0/hour! No tricks. No con. Nothing. There is not even a Free-Net registration fee! And I better start wrapping this article up pretty soon before I start on the "there is no such thing as a free lunch" statement. That statement is even more ridiculous!

The Cleveland Free-Net Atari SIG is going full force. And because it is going full force, it can now be the mother to other Free-Net Atari SIGs. There are over twenty Free-Net systems in existence and only three of them have Atari SIGs. Most of them have IBM SIGs or PC SIGs. Half of them have Apple and Commodore SIGs. But only three of them have Atari SIGs. Do you live near one of the following cities?

Dillon, Montana; Buffalo, New York; British Columbia, Canada; Columbia, Missouri; Dayton, Ohio; Denver, Colorado; Mount Pleasant, Michigan; Erlangen, Germany; Battle Creek, Michigan; Peoria, Illinois; Elyria, Ohio; Medina, Ohio; Ottawa, Canada; Champaign-Urbana, Illinois; Tallahassee, Florida; Cincinnati, Ohio; Victoria, British Columbia, Canada; Wellington, New Zealand; Youngstown, Ohio

Each of these cities has a Free-Net community computer system. And there are seventy more Free-Nets just getting started in other cities. Why not get a few friends together and start an Atari SIG? The Cleveland Free-Net Atari SIGops would be glad to help you get started.

Finally, I hope you enjoy the new version of the Cleveland Free-Net Atari SIG. All of the Atari SIGops have worked hard on it for your benefit. I have never worked with a group of individuals that are more committed, hard working, and determined than my Co-SIGops. And get this--they don't even get paid for what they do on Free-Net!

Len Stys, SIG Manager
Cleveland Free-Net Atari SIG

Free-Net News

IMPORTANT!!! Temporary Internet Machine Change

INTERNET MACHINE CHANGED TEMPORARILY: The machine that handles internet connections will be changed to roo.ins.cwru.edu (129.22.8.33) sometime during the next couple of days so we can upgrade kanga. Please send any problems with roo to xx999.

Cleveland Free-Net Adds More Internet Lines!

The Cleveland Free-Net has expanded its Internet access by upgrading the existing nextsun.ins.cwru.edu computer and by adding a newer computer called kanga.ins.cwru.edu. The Cleveland Free-Net is now capable of handling 105 Internet connections up from 20 a month ago.

ST/TT/Falcon030 Programming and MIDI SIGop Wanted

The Cleveland Free-Net Atari SIG is in need of two 16/32-Bit Atari SIG Operators. The first is a Programming SIGOp that knows how to program in a few languages (preferably C and Assembly) and is knowledgeable somewhat about the hardware aspects of the Atari 16/32-bit computers.

The second is a MIDI SIGOp that is knowledgeable in the area of music making and Atari computers.

Each SIGOp will be responsible for his or her area on the Atari SIG. The present Atari SIGOps feel that these two areas are very important to users and the future of Atari computers.

Anyone interested should be willing to hold the position for a minimum of one year.

The Cleveland Free-Net Atari SIG is taking very large steps to become one of the greatest Atari information sources in the United States if not world. If you are interested in helping the Atari SIG accomplish this goal, please send e-mail to the Atari SIG at xx004@cleveland.freenet.edu

Atari News

ATARI ANNOUNCES TOTAL OF 86 DEVELOPERS, PUBLISHERS AND LICENSEES FOR JAGUAR
DATELINE: SUNNYVALE, Calif., March 7

Atari Corp. (AMEX: ATC) announced today that its award-winning Jaguar 64-bit game system has attracted 86 top developers, publishers and licensees since its introduction in November 1993.

Among the 48 new partners announced today are ReadySoft Inc., publisher of "Dragon's Lair," "Dragon's Lair II" and "Space Ace"; Bullfrog Productions Ltd., developer of "Populous" and "Powermonger"; Imagineer, publisher of "Wolfenstein 3D (SNES)"; Jaleco, a leading manufacturer of arcade games and home video games including "Super Bases Loaded" and "Pro-Sport Hockey"; and Sculptured Software, developer of "Mortal Kombat" for Acclaim.

"The innovative technology unleashed by Jaguar challenges us to change our approach to developing software," said Glen Williams, technical director, Williams Brothers Development, one of the newly signed software developers. "With Jaguar, game developing is no longer a matter of working within the machine's capabilities, but of living up to them."

Since Jan. 1, 1994, Atari has signed 48 new partners. These are:

- Accent Media Productions
- Anthill Industries
- (ASG) All Systems Go
- Argonaut Software Ltd.
- Audio Visual Magic
- Bethesda Softworks
- Bjorn Joos/Kris Van Lier
- Black Scorpion Software
- Borta & Associates
- Bullfrog Productions Ltd.
- Clearwater Software
- Computer Music Consulting
- Cybervision
- CyberWare
- Delta Music Systems Inc.
- Domark Group Ltd.

DTMC
Duncan Brown
Elite
E-On
EZ Score Software Inc.
GameTek Inc.
Genus Microprogramming Inc.
H2O Design Corp.
HiSoft
ICD Inc.
Imagineer Co. Ltd.
Jaleco
Limelight Media Inc.
Manley & Associates Inc.
NMS Software Ltd.
Photosurealism
PIXIS Interactive
ReadySoft Inc.
Rest Energy
Sculptured Software Inc.
Software Creations
Team Infinity
Team 17 Software Ltd.
Technation Digital World
Techtonics
Teque London Ltd.
Thrustmaster
V-Reel
Virtual Xperience
Visual Concepts
Williams Brothers
WMS Industries

"We are pleased the industry's most innovative, successful software companies continues to join the Jaguar team," said Sam Tramiel, president of Atari. "Jaguar is the world's most powerful multimedia video game system. Consequently, this platform offers leading developers and publishers unprecedented creative and commercial opportunities."

"Atari has used cutting-edge technology to push Jaguar's system architecture beyond the industry's next natural stage and leaped ahead of its competitors in the process," said Lou Viveros, president of V-Reel and Viveros and Associates, a leading video game consulting firm. "Our games will require creativity and flexibility in the development process and outstanding system performance during game play. Consequently, the decision to develop for Jaguar was an easy one."

V-Reel will develop and market Arena Football exclusively for Jaguar. This represents the first license of the Arena Football League for home video game systems. V-Reel also plans to develop Horrorscope, a Jaguar fighting game based on the 12 characters of the Zodiac.

Atari Jaguar is the world's first 64-bit interactive multimedia home entertainment system and is the only video game system manufactured in the United States. Jaguar was recently named the industry's "Best New Game System" (VideoGames Magazine), "Best New Hardware System" (Game Informer) and "1993 Technical Achievement of the Year" (DieHard GameFan). Atari expects to deliver its Jaguar CD-peripheral mid-year at a suggested retail price of \$200.

Atari Corp., based in Sunnyvale, manufactures and markets 64-bit interactive multimedia entertainment systems, video games and personal computers for the home, office and educational marketplaces.

NOTE: All trademarks are the property of their respective owners.
CONTACT: Terry Valeski of Atari, 408-745-2000; or Lynn Thompson
of Cunningham Communication, 408-764-0740, for Atari.

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CLEVELAND FREE-NET WILL PRESENT FREE COMPLIMENTARY USAGE TIME
to the readers of:

CAIN Newsletter

New Users Sign Today! Connect by modem: 216/368-3888 or
Telnet to: freenet-in-a.cwru.edu, 129.22.8.32

You can log on as a visitor to explore the system. At the opening menu ("Please enter 1 or 2:"), enter "2" to log in as a visitor. At the next menu, enter "2" again to explore the system. You will then read an opening disclaimer and a login bulletin, then be sent to the main Free-Net menu. Once inside, type "go atari". Follow the menus to read Atari-related discussions, reviews, news, and information. In order to post messages, send e-mail, vote, chat online, and sign a user directory, you need a Free-Net account. Apply for a Free-Net account by entering "1" at the second menu instead of "2".

All new registered users receive "free" accounts which will not require payment for the usage of the system.

The Cleveland Free-Net has an Atari SIG comparable to other systems. The Atari SIG carries ALL Z*Magazine issues. Z*Net & ST Report from 1989. All Atari Explorer Online issues. The latest and greatest Atari news. "Support Areas" for all Atari users. Multi-User Chat, Voting Booth, Wanted & For Sale, User Directories, and even direct access to Atari related Usenet newsgroups.

No charge for registration or usage of this system! Register today!

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8-Bit Computers Support Area

8-Bit Support Area News

The big news is the addition of full access to Usenet's comp.sys.atari.8bit right within the Support Area! More than ever, this is THE place for online 8-bit Atari support.

Also, our new 8-Bit Technical Forum has recently opened, run by our new 8-bit Technical SIGop, Craig Lisowski (BRiTiSH). Craig has exciting plans for his area, plus his expertise on our favorite 8-bit machines is extensive. Support the 8-Bit Technical Forum!

In addition, probably worthy of mention here in this issue of the CAIN Newsletter is the 8-Bit Computers Support Area's recent completion of our Z*Magazine collection project. You'll find all 210 or so issues, every last one of 'em, right here in the Atari SIG.

In case you haven't visited recently, here's our menu today:

<<< 8-BIT COMPUTERS SUPPORT AREA >>>

400,800,XL,XE

- 1 About this Support Area
- 2 The Atari 8-Bit Computers
- 3 Reference Desk...
- 4 8-Bit News
- 5 Bulletin Board
- 6 Usenet: comp.sys.atari.8bit
- 7 Technical Forum...
- 8 Product Summaries
- 9 Product Reviews
- 10 File Area...
- 11 Info-Atari8 Digest
- 12 Z*Magazine
- 13 8-Bit Computer User Directory...

8-Bit Product News

MORE SUPPORT FOR YOUR 8-BIT FROM RICHARD GORE

HARDWARE.

The Yorky 256k plug in memory upgrade for the Atari 800/600XL computers. This memory upgrade simply plugs into the PBI port on the back of your XL and gives you 256k of bank switched XE compatible memory. It is supplied with a printed manual and a disk of support software.

Current price is #50 (UK pounds) plus #2 shipping.
#5 shipping if outside UK

(Current price in US dollars including worldwide shipping = \$85)

A PBI feedthrough port is completed, we have tested it on the Rambit PPP printer interface and all works well - now all that remains is for testing on a Black box. Once testing is complete I will announce the availability and new price structure.

Rambit (a company run by a friend of mine) have available a printer interface that plugs into the PBI port and also the knowledge and schematics for interconnecting two computers via the PBI. I will post more details as a service for Rambit when I have them.

SOFTWARE

Due to a really pathetic level of support from the community (ie zero sales) we have decided to create a double pack called 'Maze Mania' featuring two games (details below) and offer them at a give away price. The two games are:

- 1) JAWBREAKER Guide a pair of chomping teeth around a maze eating as much candy as you can, but don't forget that important dental hygiene. This package includes two separate mazes originally sold as individual games as well as a pause function.
- 2) MOUSEKATTACK Plumb all the levels of Rat Alley but watch out for those giant rats. Classic arcade action for one or two players (on screen at once) with improved joystick control and a pause function.

This double pack is available NOW on disk, tape or Rambit Turbo tape!

PRICES: UK (including p&p) #6.95 per pack.

Worldwide (including shipping) #10 or \$18 per pack.

** REMEMBER YOU CAN NOW GET TWO CLASSIC GAMES FOR ONLY #6.95 **

We also have several more games in the pipeline - more details will be released when we are closer to their completion.

* * * * *
If there are any software authors out there with products finished or nearly finished we would be very happy to consider marketing them. This applies to new software and old games so long as you have the rights to them.
* * * * *

For more details or to order write to:

Richard Gore, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

or e-mail RG9@UK.AC.YORK.VAX or RG9@UK.AC.YORK.TOWER

(for those outside the UK you may have to invert the uk.ac.york.xxxx)
(part to xxxx.york.ac.uk)

Telephone enquiries can also be accepted over the weekend period from 7pm on friday evening to 4pm on sunday afternoon.

In the UK phone (0302) 784642, outside the UK refer to your phone book on how to dial internationally, and ask for Richard.

8-Bit Bulletin Board Messages of Interest

Article #1065 (1077 is last):
From: crl98@cleveland.Freenet.Edu (James E. King)
>Newsgroups: freenet.sci.comp.atari.spec.8bit
Subject: Fine Tooned Engineering
Date: Wed Feb 16 10:00:27 1994

Greetings, all.. It's been quite some time since I was last online the Freenet and quite a bit has changed since then.

Last night, I got the honor of having Mike Hohman (owner of Fine Tooned Engineering, the firm that bought out ICD's 8bit rights) visit my home, and we chatted for about 2 hours.

I cant divulge what exactly we discussed, but the Atari 8bit market is in for a real excellent shocker when FTe finally releases its latest innovations and re-releases (mods) of existing 8bit hardware.

The MIO, SDX and SpartaDos are all being revised and updated and will be winners beyond compare. Stay tuned here and in Atari Classics magazine for additional information!!

--

James King aka Kamaro Kid, jking@uxscosv1.asit.utah.gov
AC Exchange Editor & Delphi 8-bit Manager

SysOp of the Korner BBS @ 801-969-9554 (300-19.2k)

Article #1070 (1077 is last):

From: ak527@cleveland.Freenet.Edu (Martin Quinones)

>Newsgroups: freenet.sci.comp.atari.spec.8bit

Subject: atr8000 help!!

Date: Sun Feb 20 07:35:15 1994

I have just acquired an ATR8000 ?interface/memory expansion? no docs or cables besides the one for power where can I find info on these. I also acquired an Indus GT disc drive with no docs where can I get some info on this? I think that both of these outfits ,SWP and Indus have closed there doors long ago.

Thank you in advance.

Article #1077 (1077 is last):

From: aj445@cleveland.Freenet.Edu (Bill Somrak)

>Newsgroups: freenet.sci.comp.atari.spec.8bit

Subject: 1200XL mystery solved!

Date: Mon Feb 28 11:13:49 1994

A while back I posted a bulletin , stating a problem that I'd been having with my 1200xl. The problem was that it would boot from SOME disk drives, but not the ones I wanted to use with it .. those that had been modified, like a Percom, US1050, Happy 810, etc. It also would not boot from any disk drive if I had the Atari 850 interface plugged in at the same time. After months of investigations, and numerous querries for help from Ben P. of AC, and others, I was talking with the owner of Best Electronics, where I'd hoped to get a replacement for a suspect chip. The guy told me to check R63. R63 is a 100 ohm current limitting resistor in the 5v. ref. line of the SIO. Well, upon checking my mother board, there was NO R63 installed. I HAD NO 5v. REF. on the SIO. Apparrently some drives don't need this 5v. ref. At any rate, I installed a wire jumper in the holes provided ... and IT WORKS!!!

If any of you have 1200xls, do yourself a favor and check out this potential problem area.

My 1200xl has a 1 meg Newell upgrade in it, as well as Ben P.'s excellent Super Video 2.1 ... what a great little machine.

Bill

8-Bit Commentary

Certainly the most exciting word in the 8-bit Atari scene is the creation of the new firm called Fine Tooned Engineering, and their re-release of most, if not all, of the ICD (and OSS) product line. Product was to begin shipping in March. Products mentioned include revised versions of MAC/65, Action!, SpartaDOS X, the R-Time-8 and the Multi I/O. Our community has starved without these products for a long time; hopefully the efforts involved to bring these products back to market will be rewarded with strong sales.

And, hopefully, the latest version of the Cleveland Free-Net Atari SIG will in its own rite pump some new life into our intimate community. Your Atari SIGOps have worked very hard "behind the scenes," so to speak, to greatly enhance the Atari SIG. Besides the outward improvements such as the addition of Atari-related Usenet newsgroups (something I've asked for a long time--thanks Len!) and the addition of the Jaguar Support Area, the internal structure of the SIG has been greatly enhanced as well. My hands are literally hurting as I type this. But, in the end, volunteering as 8-bit Atari SIGOp continues to be an enjoyable hobby. I hope 8-bit Atari users continue to participate in the Atari SIG as much as they have in the past--the Atari SIG, and the 8-Bit Computers Support Area, is as good as you make it!

8-Bit Information of Need

One project that was discussed but apparently not worked on was the indexing of the Z*Mag collection. What I would like to see first is a complete collection of the indexes that the Z*Mag people themselves put out. I know not all issues were covered, but it would be a fine starting point. If you can help locate these official Z*Mag indexes, please let us know!

Also, the Product Summaries and Product Reviews boards have been dormant for quite a long time. Let's hear about some of the new products out there!

Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

16/32-Bit Computers Support Area

16-32 Bit Support Area News

As mentioned in the other support areas, the big news in the reorganizing of the entire Atari SIG is the addition of the Usenet groups related to Atari. And this SIG is no exception - we now have access to comp.sys.atari.st, probably the world's largest Atari "BBS".

It's really a great asset to the worldwide Atari community because not only can you ask a question and get back umpteen answers within a few hours, but some of those answers come from some "really important" people in the business. While there does not currently seem to be very many official Atari Corporation people reading "the Net" right now, there are many other developers who contribute to the message base.

One of the features of the Atari SIG is our online magazine archive. While on the "pay" services, copies of the online magazines are all zipp'ed, zoo'ed, arc'es or lharc'ed, here we have them in plain 'ol ASCII. You can read them online, or save them to a file and mail them back to your Internet account, or download them if you are dialed in to the Free-Net. While we don't have every last one of the Z*Net's and ST Reports, we probably have the largest accessible collection anywhere. And we do have all the Atari Explorer Online issues.

The Jaguar news has swamped out a lot of the news of anything else happening with Atari. But in our 16/32 bit news area we have collected as many news releases as we could find from over the past few months.

We will be working on stuffing more info into the 16/32 bit area as time goes by. And if you have anything to contribute, or if you happen to find mis-information somewhere in the SIG, be sure to let us know (email to xx004).

If you haven't visited the SIG since the reorganization, here's our top-level menu:

<<< 16/32-BIT COMPUTERS SUPPORT AREA >>>

ST/e,Mega ST/e,TT,Falcon030

- 1 About this Support Area
- 2 The ST(e),TT,Falcon Computers
- 3 Reference Desk...
- 4 16/32-Bit News
- 5 Bulletin Board
- 6 Usenet: comp.sys.atari.st
- 7 MIDI Application Forum...
- 8 Programming/Developing Forum...
- 9 Product Summaries
- 10 Product Reviews
- 11 File Area...
- 12 Online Magazines
- 13 16/32-Bit Computer User Directory...

Bruce D. Nelson, aa789
Atari 16/32-Bit Computers SIGOp

Portfolio Support Area

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Having a tough time finding support for your trusty Portfolio? Does it seem that Atari and the rest of the world have forgotten about you? Well, support is a lot closer and easier to find than you think. First off if you are reading this then that's a first step in many to finding support. Obviously BBS's are a great wealth of information for any computer. Where else can someone ask a question and reach from novices to experts all at the same place. The benefit of varied user levels is that some things that seem so obvious to some may not be to others and the issue gets posted and all levels of users can respond with their knowledge of the subject. This requires participation from all users to be of any benefit. So if you have a question that you just can't seem to find an answer to, then go ahead and post it here on the Free-Net's Atari Portfolio section. Odds are someone will have an answer or be able to steer you in the proper direction.

This first installment of many is here to cheer you up and get you ready for hopefully more use and support out of your trusty Portfolio. I've been down this road before with the Coleco ADAM. When it seemed that all was lost just a little effort on my part turned up a wealth of support for this great computer system. Even 10 years after Coleco quit producing the machine users and dealers are still producing new software and hardware items for it. Bottom line, if there is interest there will be support. All we Portfolio users have to show is some interest to others in our computer and there will be support.

For future articles I will be trying to find and print dealers, BBS's, usergroups, and any other way for you to get information, products, and support for the Portfolio. If you have any information on a dealer or BBS that supports our machine please E-mail me here on the Free-Net at xx004 account with the information. Please mention Portfolio somewhere in the

header so as I can locate the message quicker. Until next time happy computing!

Here is what the Portfolio Support Area menu looks like:

<<< PORTFOLIO SUPPORT AREA >>>

- 1 About this Support Area
- 2 The Portfolio Computer
- 3 Portfolio News
- 4 Bulletin Board
- 5 Usenet: comp.sys.palmtops
- 6 Product Summaries
- 7 Product Reviews
- 8 Tips & Tricks
- 9 Portable Addiction Magazine
- 10 Portfolio User Directory...

Fred Horvat, ap748
Portfolio Support Area SIGOp

Lynx Support Area

Lynx Support Area News

The Lynx Support Area has expanded and now has many more features, making this THE source for Lynx information!

This is how the Lynx Support Area's main menu looks now:

<<< LYNX SUPPORT AREA >>>

- 1 About this Support Area
- 2 The Lynx Portable Video Game System
- 3 Reference Desk...
- 4 Lynx News
- 5 Bulletin Board
- 6 Usenet: rec.games.video.atari
- 7 Atari Explorer Game Card Summaries
- 8 Game Card Reviews
- 9 Rate Lynx Games...
- 10 Tips & Tricks
- 11 Online Publications...
- 12 Lynx Player Directory...

The Reference Desk allows you access to lots of useful Lynx info, such as Lynx FAQs, Cheats, Record High Scores lists, Game Reviews (by Robert Jung), a Comlynx User List, and the Best/Worst Games Awards for the past three years. Many, many thanks to Rob Jung for his incredible work and allowing us to use his reviews, awards, and other text files in this section. A great place to start!

There is a Lynx News category, where you can catch up on the latest info on Lynx releases, special deals, and anything new related to the Lynx! This will be updated regularly, so you can be sure it's new stuff.

The Bulletin Board is a good place to swap ideas, talk about games, or

anything Lynx-related. You can find some good hints, tips and tricks to many of your favorite Lynx games - contributed by Free-Net users - on the Tips & Tricks Board

There are also the Atari Explorer Game Card Summaries, the Rate Lynx Games, and Lynx Player Directory areas - just as before.

New additions include access to the Usenet newsgroup rec.games.video.atari. Here you can read the *very* latest information and messages from around the world via Internet. The base covers the Lynx and the Jaguar - and you can post messages as well.

Also, three online publications are available, too: APE Newsletter, Portable Addiction Magazine, and Atari Explorer. The APE Newsletter (Atari Portable Entertainment, recently changed to Atari Power Entertainment to include the Jag) is published five times a year by Clinton Smith, an avid Atari gaming enthusiast. He has been producing this newsletter since 1990 and you can catch lots of great Lynx and Jaguar information here, including upcoming games, hints and tips unavailable anywhere else, maps, and even rumors! Portable Addiction Magazine was the first online magazine to specialize in the Lynx, and features some coverage of the Atari Portfolio as well. P.A. originated in Europe, and gives us an interesting European perspective on the Lynx and its releases. Now defunct, we have ALL issues online here at the Free-Net. Atari Explorer Online is a well-known online mag that covers all types of Atari products, and is a valuable source for Lynx info as well.

With the addition of these new features, the Cleveland Free-Net is your best stop for Lynx news and information, all in one location!

Lynx Product News

Telegames plans to release Super Off-Road (hopefully) by the summer. No word on Krazy Ace Miniature Golf. They have set up an automated telephone line through which you can order Lynx hardware and software.

Beyond Games is now marketing Shadowsoft products, including Joust. They sent out a flyer a few weeks ago announcing this.

Atari - particularly Hank Cappa - told me that Fat Bobby is nearly finished, Eye of the Beholder is in production, and other games being tested include Full Court Press, Heavyweight Contender, and several others. There should be some activity in the next month or so.

-Barry Cantin

You Didn't Receive Your Free Game Card?

By: Len Stys

There are still quite a few people that claim they still haven't received their game card. I asked Don Thomas, Jr. of Atari Customer Service why people have not received theirs. He stated that some people were not qualified for the free game card, but Atari will be willing to check their records to see if a mistake was made:

-Date: Tue Mar 1 02:31:51 1994

-From: 75300.1267@CompuServe.COM ("Donald A. Thomas, Jr.")

-

-We have fulfilled all offers to the best of my knowledge. If someone wishes
-to resubmit a specific claim, we invite them to do so and we will *prompt*
-review but his claim must be mailed to:

-
- Atari Corporation
- P.O. Box 61657
- Sunnyvale, CA 94089-1657

As a related note, I sent in all the appropriate information for my BATMAN RETURNS free game and I received it four months later. I did not receive a rebate for other items I purchased until nine months later. And this was after I sent Atari photocopies of my Lynx package, receipt, and coupon offer.

Of course, if you do send in all the appropriate information, a good company will respond immediately by honoring the offer. But if they do not, it is good to have photocopies of the information before you send it!

I believe that if you really did send in all the correct information, you still have a good chance to get your game if you did not. Just make sure that you include as much information as you can such as what offer, the time, the place of purchase, serial number of game, the game requested, etc. If you are entitled to the game, I'm sure Atari will send you the game. After all, NO company can afford to lose repeat business.

[[Keep the Atari SIG updated on your situation: xx004@cleveland.freenet.edu]]

Lynx Bulletin Board Messages of Interest

From: an913@cleveland.Freenet.Edu (Tom P. Jarvela)
>Newsgroups: freenet.sci.comp.atari.spec.video
Subject: Eye of the Beholder
Reply-To: an913@cleveland.Freenet.Edu (Tom P. Jarvela)
Date: Sun Feb 6 12:08:30 1994

I'm just curious about this game... I used to have it for my Amiga, but never really got into it, due to circumstances beyond my control.

It did appear to be quite a nice game, though, and I'm interested in the upcoming LYNX version. Does anybody have any details about the game, and possibly the price?

Thanks.

From: aa852@cleveland.Freenet.Edu (Barry W. Cantin)
>Newsgroups: freenet.sci.comp.atari.spec.video
Subject: Re: Eye of the Beholder
Date: Sun Feb 6 16:43:50 1994

Tom --

I'll tell you everything I know. Atari has licensed this game from SSI as the first role-playing game for the Lynx, and have developed a special technique for saving the games. Now that you're interested, I don't know what that technique is (SORRY!). The game's release date has been delayed so many times that many people have declared it dead but I JUST called Atari's 1-800 number (1-800-221-EDGE) to see if it was out. Guess what... nope!

I got the same response I've heard the last two months about this

game -- "try back in two weeks". The game will sell for about \$50, and I have heard that the steep price is due to that new technology I mentioned above (may be some sort of battery back-up, but don't quote me on it).

I spoke with Robert Jung about it (writes for Atari Explorer magazine) and he said it's pretty certain that it'll be released. I've read on GEnie and elsewhere that the "beta" versions seen at electronics shows have been very, very impressive. Each person that saw it said it was well worth the asking price.

There are a lot of people antsy for this one to come out, myself included! I'll post here when it's released.

Barry

From: aa852@cleveland.Freenet.Edu (Barry W. Cantin)
>Newsgroups: freenet.sci.comp.atari.spec.video
Subject: Re: Eye of the Beholder
Date: Tue Mar 1 13:33:53 1994

Tom, if you check over in the Lynx news area you'll see an excerpt from the latest Atari Explorer Online magazine. There is an entry in it about Eye of the Beholder -- seems it's complete and the cards are being manufactured right now. It'll have battery backup too - this should be interesting! A good replacement for Guardians (too bad about that one getting cancelled...).

Barry

Lynx Commentary

Atari continues to support the Lynx with some exciting releases upcoming this month and next: Eye of the Beholder and Fat Bobby. Eye of the Beholder is the RPG well-known on the IBM-PC and Amiga systems and will be the first RPG for the Lynx. The best feature, perhaps, is that this game will have battery backup - the first of its kind for the Lynx! You'll need it, because it won't take just a few days to complete this game. It's a 4-megabit card and initial reports have it to be *stunning*. Can't wait.

Atari is testing several other games at the moment - including "Fat Bobby", in which you play rock-n-roller "James", who is protecting his bandmates from the evil "Fat Bobby". This one is cited to have great graphics and promises exciting gameplay.

Other releases in the testing stage include Asteroids/Missile Command (remember those classics? Now you'll be able to play them ONLY on your Lynx!!!) in updated versions, and a couple sports titles: Heavyweight Contender (boxing simulation) and Full Court Press (Basketball game with several levels of play, from high school to the pros). The games are still coming out!

Here on the Cleveland Freenet you will be able to read reviews of all these games, expertly written by Robert Jung, the "guru" of Lynx reviewers. Rob has written reviews of every Lynx game and we have them all. Another exciting addition is the inclusion of electronic versions of the premier Lynx-only newsletter -A.P.E. ("Atari Portable Entertainment"). This newsletter has changed with the times to include news and info on the new

Jaguar system - still called A.P.E. ("Atari Power Entertainment") you can still expect Editor Clinton Smith's outstanding Lynx news and rumors coverage to be just as excellent as always. And within the next two weeks, you will be able to access them all online here, on the Cleveland Freenet.

As for the availability of Lynx games everywhere, besides mail-order there is hope that stores will begin carrying the Lynx and its software once again when the Jaguar sales increase. I have been told by *several* electronics store managers that with the success of the Jag, the Lynx will breathe new life, on the coattails of its bigger brother (not to mention the fact that of the five or so managers I spoke with, the Lynx was their favorite handheld system PERIOD. They have not enjoyed its lack of availability but look forward to a change very soon).

I hope to see you at the enhanced Lynx Support Area real soon! All of the improvements have been made just for you!

Lynx Information of Need

The Lynx Support Area would like to know which games you would like to see available for the Lynx. Please make sure to list the developer of the game.

Send e-mail to: xx004@cleveland.freenet.edu

Use the subject header: Lynx Game Wish

Barry Cantin, aa852
Lynx Support Area SIGOp

Jaguar Support Area

Jaguar Support Area News

The latest and greatest news is the creation of the Jaguar Support Area on the Atari SIG. The Jaguar Support Area was created to be the ultimate online information source for Jaguar players! The support area includes a description file, reference desk, news file, bulletin board, game summaries, game reviews, rate games area, tips & tricks, online publications, and a Jaguar player directory.

The Reference Desk includes the Jaguar FAQ, Game Cheat List, Record High Scores Reported, News Releases & Articles, and a Jaguar Developers List. Most of the text files within the Reference Desk are maintained by readers of Usenet's rec.games.video.atari.

The Jaguar Support Area also has direct access to Usenet's rec.games.video.atari newsgroup. This international bulletin board is the best place in the world for discussions relating to Atari's video game systems. All your Jaguar information needs can be taken care of right from the Jaguar Support Area.

The Jaguar Support Area menu looks like the following:

<<< JAGUAR SUPPORT AREA >>>

- 1 About this Support Area
- 2 The Jaguar Interactive Multimedia System
- 3 Reference Desk...
- 4 Jaguar News
- 5 Bulletin Board
- 6 Usenet: rec.games.video.atari
- 7 Game Summaries
- 8 Game Reviews
- 9 Rate Jaguar Games...
- 10 Tips & Tricks
- 11 Online Publications...
- 12 Jaguar Player Directory...

Jaguar Product News

Jaguar DOOM needs Multi-Player Power

Well, if you haven't heard by now, the highly awaited DOOM by id Software is reported by one of id Software's developers to be only TWO-PLAYER comlynxable. After talking to quite a few individuals that were interested in getting together with four or more other players to play DOOM in the future, I know there will be great disappointment.

The only thing I can suggest is that you write id Software immediately encouraging the company to make it at least FOUR-PLAYER and to allow the game to be played through telephone lines.

There is a lot of excitement in the Atari Community about how much better DOOM will be on the Jaguar than the PC. The only way these expectations can be met is if DOOM on the Jaguar is better than the PC version.

The Internet e-mail address for id Software is: idsoftware.com

New Jaguar reviews that can be found in the Jaguar Support Area:

CRESCENT GALAXY by: Mathew A. Hennessy
hennessy@acsu.buffalo.edu ITCMATT@UBVMS [bitnet]
RAIDEN by: Ethan Larson
ALMO@UWYO.EDU
RAIDEN by: Tim Wilson (AEO_0303)
GEnie: AEO.8 Internet: wilson@rahul.net

Jaguar Bulletin Board Messages of Interest

From: ap748@cleveland.Freenet.Edu (Fred Horvat)
>Newsgroups: freenet.sci.comp.atari.spec.jaguar
Subject: Jaguar Demo/Commercial Tape
Date: Fri Feb 25 20:02:30 1994

Today I saw the Jaguar Demo/Commercial tape. It showed live game footage of Cybermorph, Checkered Flag, Aliens vs Predator, Trevor Mcfur, Dino Dudes, Raiden, Tiny Toons, and more. Music was by Pearl Jam. Very nice piece of work. This may be the TV commercial they'll bomb the MTV audience with.

--

Fred Horvat

From: ap748@cleveland.Freenet.Edu (Fred Horvat)
>Newsgroups: freenet.sci.comp.atari.spec.jaguar
Subject: Panasonic is Concerned!
Date: Fri Feb 25 20:03:15 1994

Big news this week on the week the Jaguar is supposed to ship nationwide. Panasonic drops the price of the 3DO from \$699.00 to \$499.00. They still have a way to go to match the \$249.00 Jaguar price and in no way in the actual product itself.

--

Fred Horvat

>Newsgroups: rec.games.video.atari
From: rjung@netcom.com (Robert A. Jung)
Subject: Jaguar tops DIE HARD again
Date: Sat Mar 5 19:14:49 1994

Well, if you haven't seen it already, TEMPEST 2000 for the Jaguar made the cover of the newest DIE HARD GAME FAN magazine (March '94, their post-L.A. earthquake edition). It got named "Game of the month", even beating out MADDEN 3DO, which should give the 3DO enthusiasts more excuses to write nasty letters or somesuch.

--R.J.
B-)

Jaguar Commentary

There are many reasons why a company test markets a new product in certain cities before going nationally. They want to see what marketing works and what doesn't. They want to find the bugs in a new product before the company sells it in mass quantities. They want to sell a small batch first to help pay for the marketing and manufacturing of a second larger batch. They want to wait until other products are released to complement their product. And they want to see what the first buyers of their product like/dislike about it so that they might be able to improve upon its weaknesses (if able) for future buyers.

There is little doubt in my mind that Atari test marketed the Jaguar for these very reasons. But I have not read any posts from Atari representatives asking Jaguar owners their opinions about their recently purchased product so I'm going to give mine. And I'm going to ask YOU to give your opinion by either sending me e-mail at the address: aa399@cleveland.freenet.edu or by posting messages on the Cleveland Free-Net Atari SIG's Jaguar Support Area Bulletin Board.

--- Cartridges ---

Have you noticed that Jaguar cartridges come with handles on top? Have you ever asked yourself how difficult finding a game cartridge will be when all of your cartridges are in a case without any labels on top?

The cartridges looks slick, but not practical. Atari is going to have to make a new cartridge mold before Jaguar players spend more time looking for the game they want to play than playing it.

--- Jaguar Controller ---

I have used the Jaguar controller extensively since I purchased the Jaguar as well as many other controllers for other systems. The Jaguar controller is light weight and comfortable to hold. It is safe to say that your hands will never get tired of holding this controller and for this I applaud Atari's engineers.

The only problem that I have encountered with the use of the controller is in fast action games. Cybermorph (and future games) relies on the keypad buttons for some important features in the game. When aliens are racing towards you, it takes time to move your thumb down to the first row of keypad buttons. What is a half second? It is the difference between getting obliterated and making it to the next level. And if you move your thumb super-fast to make up for the location of the button you need, if you are like me, you end up hitting the wrong button. And it is almost impossible to reach the second and third rows without moving your hand from either the joystick or fire buttons. Can you imagine future fighting games where you will have to move your thumb to the keypad buttons?

Don't get me wrong. The keypad is fantastic for strategy games, role-playing games, and will be perfect for interactive multi-media software, but not fast action games. The Jaguar simply needs more buttons closer to the A,B,C fire buttons. This small problem can be solved by including three programmable buttons right above the A,B,C buttons. These three buttons can be programmed as any three keypad buttons. The buttons do not even have to be that big since they will only be used secondary to the main A,B,C buttons. And no precious time will be used to reach these buttons.

-- Sporting Titles --

Most of the Jaguar sporting titles are ports of Accolade's sporting games. After seeing NFL Football, Baseball Heroes, and a few other Lynx sporting games made by Atari, I'm a little worried.

Sporting titles sell video game systems. Every day I hope that I see some other company signed by Atari to produce more sporting titles. Sega (if you remember) made sure that multiple games were made of the same sport. If one of the games turned out to be a lemon, the system had a couple of others to fall back on. Hey, it worked for the Genesis and look where the system and the company are now!

-- Networking & Modem Play Games --

I think many people would agree with me that networking and modem games is the future of gaming behind Virtual Reality. Bob Brodie himself said in the March 4th, Bob Brodie GENie RTC:

-<BOB-BRODIE> Re the Lynx/Jag connection. Our developer staff is anxiously -working with ALL of the developers to encourage them to build this -feature into their games. With over 86 devs now, I think that there is -plenty of chances for that kind of thing to happen, Fruity. :)

I hope that Atari will be using Jaguar networking and modem play in most of their games. One game that seems like it would be perfect to include this feature is ALIEN VS. PREDATOR. I wonder if we will see Atari listening to its own advice when it comes to games?

Doom is suppose to be only capable of two player networking. This might be a very big mistake. How many Atari shows have you been to with a room full of

Atarians playing MIDI Maze? How spoiled have Lynx players gotten from their multi-player games? Two players is nothing for Atari game players. And if it doesn't allow for modem play, forget it.

--- Jaguar Sales Estimate ---

The 1994 sales goal of Jaguar units is 500,000 according to Sam Tramiel. The sales goal should be 1 million units minimum. Remember, Nintendo sold 2.1 million units of SNES in the United States the first four months of its release. If Atari sold 500,000 in 1994 and let's say 2 million in 1995, they will be ahead in the 64-bit race by 2,550,000 units right? Wrong. Nintendo and Sega will most likely release their 64-bit systems in late 1995 to challenge Atari's Jaguar. If Nintendo can do the same thing with their 64-bit as they did with their SNES, Nintendo will pass Atari's total sales number within the first six months of its new system's release. Sega will probably do the same.

Another reason for Atari to hit 1 million units this year is for the company to capture third-party software support. Nintendo and Sega will be looking for game companies to make games for their new systems at the end of this year. If these game companies are already committed to the Jaguar, Nintendo and Sega will have a hard time finding games for their new systems. Sort of what happened to Atari when trying to find companies to make games for their 7800 system. Nintendo already had all of the game companies locked-up!

The 1 million sales objective will never be reached at the Jaguar's present suggested retail price of \$249.99. That price is going to have to drop by at least \$20.00 soon. And then hit \$199.99 in the Fall. Will Atari still make profit by this price reduction? Yes. Atari will not make as much profit in the beginning because of the price reduction, but some of that will be made up by the increase in sales. In the future, however, the company will be selling twice amount of company owned games. Since money is usually made on software sales, not hardware sales, it is a good idea to get as many Jaguars out there as possible. Panasonic has already lowered the suggested retail price of their 3DO unit.

--- Future ---

The future looks pretty good for the Jaguar right now. Atari has a number of game companies writing games for it, Panasonic has seemingly been forced to lower the price of its R.E.A.L. because of the Jaguar, and the Jaguar does not look like it will have any competition in the 64-bit market from Nintendo and Sega until next year sometime.

The Jaguar is also now strongly supported by the Cleveland Free-Net which means Jaguar players will always have a place to go for the latest Jaguar news and information.

Jaguar Information of Need

Game reviews is something that we are always in need of at the Jaguar Support Area. If you would like to contribute a Jaguar game review, feel free to send it to the Atari SIG's e-mail address or contribute it to the Game Reviews section in the support area. We may, with your permission, use the game review in the next issue of CAIN Newsletter.

The Jaguar Support Area would also like to know which games you would like to

see available for the Jaguar. Please make sure to list the developer of the game.

Send e-mail to: xx004@cleveland.freenet.edu

Use the subject header: Jaguar Game Wish

Len Stys, aa399
Jaguar Support Area SIGOp

Reviews/Articles of Interest -----

(The following is reprinted from issue #4 of Intelligent Gamer Magazine with permission from both the publisher and author. Game0394.txt.
FTP Busop.cit.wayne.edu pub/pselect/intgmr)

Review of Rai-Den for Jaguar
by Ethan Larson (ALMO@UWYO.EDU)

Hardware: Jaguar and one controller. (two controllers for two player)
Price : \$49.95 list price
Type : Vertical Scrolling Shoot Game

Those of you who have been looking for a good port of this excellent arcade shoot-'em-up need look no further. Aside from minor details, this is a replica of the arcade machine.

Rai-Den is a relatively simple game : blow away anything that moves (except for the cows down on the ground). The player flies a jet fighter through a series of levels, eight to be exact, shooting everything in sight. At the end of each level is a "Big Bad Guy", who takes a lot of damage before dying. Some of them even change their attack patterns as they take damage. For instance, the BBG (Big Bad Guy) on Level 3 first attacks with a 2x4 bank of guns. After blowing those away, the entire top of the BBG explodes, revealing 5 spread fire guns beneath. After destroying these, a larger spread gun appears, and proceeds to shoot bullets all over the screen. After hosing on him some more, he finally explodes, ending the level. The ultimate goal of the game is to survive all eight levels, and hose the BIG BIG HUGE Bad Terrible Guy at the end of Level 8.

Each level consists of a long flight through heavily fortified enemy territory. Enemy defenses include ground emplacements, tanks (lots of these) of various types, jets and planes of various types, and a few other oddities. The BBG's are all large machines of some sort or another, and most of them go through several transformations as you continue to pummel them. As you go, there are medals and bonus items strewn in your path. At the end of a level, the medals you've collected are multiplied by the bombs you have left, and then by 1000. This is the end of level bonus. My best so far has been 6 bombs, 20 medals on level 3. The problem is that free fighters come at 150,000, 400,000, and every 400,000 after that. So use your bombs to live, or save them for points for more fighters to live. The problem is if you die, you lose excess bombs, and your medal count goes to zero. This adds a nice greed element to the game.

Fortunately, the game provides power-ups. These are in the form of floating squares that the player must chase down to catch. They are red or blue front-firing shots, or green or yellow missiles. The red gun spreads its power out, covering the screen when fully charged up. The blue gun concentrates its power straight forward. The yellow missiles are direct fire and unguided, while the green are guided and home in on the closest target. The yellow missiles do more damage, however. If you have red shots, and pick

up blue, you switch to the blue gun, at the same power level. Same goes for the missiles : if you pick up the color you don't have, you switch missiles types, and stay at the same power. Also, you have Nuclear Bombs. These create a huge (1/4 the screen) explosion that lasts about 5 seconds. The explosion damages anything in it (excluding the player) and stops enemy bullets from passing through. These are in short supply. Each player ship starts with three, and only about two extras are available per level. There are twice as many power-ups in a two player game, with the same amount of enemies. If you die, you lose all of your firepower, except for a few merciful squares that are released from your exploding fighter. This way, if you die, you aren't reduced to the poot blaster.

Those of you familiar with the arcade machine will want to know what details are different. Some of the enemy firing patterns are different, for example, the square tank on Level 1 with the quad-rotating guns that shoots the spray of bullets in the arcade, only shoots a spiral on the Jag. The arcade machine allowed the players to "sweep" the screen from left to right to reveal more of the terrain below. In the arcade, if you moved all the way across the screen, it took a few seconds for the side scrolling to catch up with you. On the Jag, the screen only scrolls when you are moving left or right. However, if you move from the far right to the far left, it doesn't cover the whole layout. You must continue to push left to continue scrolling the screen. Unfortunately, this means an enemy off the side could run into you while doing this. This is my biggest complaint about this cartridge. After playing a while you will memorize the positions of the enemies, and this will be less of a problem. The time delay between levels is about 10 seconds too long, and it seems as if the game will never continue. The music seems to use the same melodies, but the instrumentation is that of a rather cheesy synthesizer. Also, the blue gun is more effective against BBG's than in the arcade.

As for the nice details they remembered, there are many. The shadows of objects in the air are not just black; They are a half-tone reduction of the terrain beneath them. Two shadows together make a darker one. Also, when your ship reaches a certain level of power-up, it transforms into a larger ship. The transformation is done in several frames of animation, as it should. Those little towers that blew up in the arcade as a series of explosions act the same way on the Jag. I personally could never resist destroying those in the arcade because the explosion was so neat. You can hit a button on the Player 2 controller, and play the blue ship in a one player game. This is nice, so you are not forced to get accustomed to playing red, when one person must play blue in a 2 player game. One other small detail they remembered is that when you die, your fighter explodes into about 30 pieces that radiate and damage anything they hit (except your fellow fighter pilot).

The difficulty level of the game is adjustable, since you can determine how many credits to use. Recently I used several credits to see what happens if you finish all 8 levels (I can't get past Level 7 with just one credit). It gives you a 1,000,000 point bonus, and sends you back to level 1. This would be a bummer, but the enemy shot speed increases. Now you are challenged to complete the 8 levels again, but now they are much more difficult. For the player who only uses one credit, this game should offer endless challenge. Nice that the high scores are retained in the cartridge's memory.

Overall, this game has excellent gameplay, graphics nearly identical to the arcade machine, good sound effects, and plenty of challenge. Its weak points are the music and the side-to-side screen scrolling system. On IG's rating scale of one to ten, Jaguar Rai-Den gets an 8.

Upcoming Atari Shows

<< Computer Shows >>

Updated: 03/06/94

To include shows (preferably shows that include Atari products), for the Cleveland Free-Net Atari SIG's Show list and the CAIN newsletter, send the show's name, date, location, and any additional information to xx004@cleveland.freenet.edu. Please address the e-mail with the subject "Computer Show". The following information is correct to the best of our knowledge. However, we cannot guarantee its accuracy. Corrections and cancellations are therefore requested.

+-----+		
Shows at a Glance		
+-----+		
Name	Location	Date
+-----+		
1. SAC EXPO '94	Sacramento, CA	03/12/94
2. Benelux Computer Show	Utrecht, The Netherlands	04/01/94
3. Connecticut Atarifest '94	Windsor Locks, CT	08/27/94
+-----+		

Since many of the show information files are several pages long, we are unable to include these due to space limitation. However, these files can be obtained from the Cleveland Free-Net Atari SIG.

Information Listing of the Month

Cleveland Free-Net Atari SIG's
Who's Who in the Atari Community E-Mail Directory
March 1, 1994

The following people are members of the Atari Community that do things that helps Atari users and the Atari Community in some way on a continuous basis. They are Atari BBS sysops, dealers, developers, publishers, user group presidents, writers, FAQ maintainers, etc. They are even Atari employees.

Everyone on this list gave their permission to be on this list.

If you contribute some way to help others in the Atari Community on a continuous basis and would like to be made more available through e-mail incase someone wishes to contact you, please send e-mail to the Cleveland Free-Net Atari SIG at: xx004@cleveland.freenet.edu We will not include your name on this list no matter how famous you are or how well your e-mail address is known without you sending us the information yourself.

Report any changes to: xx004@cleveland.freenet.edu

This list may not be reprinted for profit.

Atari user groups may reprint this list without permission as long as the following information is included on the top of this text file:

Cleveland Free-Net Atari SIG's
"Who's Who in the Atari Community E-Mail Directory"

telnet freenet-in-a.cwru.edu
(216)/368-3888
type 'go atari' at any menu

Free-Net Users: Press "/" at the page break and then the last name of the individual that you wish to contact. If the individual is listed, information should appear on the screen about him or her.

Arranged in alphabetical order (last name first).

NAME	ADDRESS(ES)	INVOLVEMENT
Ackerman, Dan.....	dackerma@magnus.acs.ohio-state.edu	Atari Developer, Falcon030 C programmer, Jaguar programmer
Bussche, Egbert Jan van den.....	busscheh@ksepl.nl	Registered SpeedoGDOS Developer, working on: Epson Stylus 800 driver, always looking for other speedogdos developers to exchange knowledge
Chemla, Laurent.....	laurent@brasil.frmug.fr.net brainstorm@brasil.frmug.fr.net	Brainstorm Developer (Communication, hardware link, system development), development tools, system and DSP programs, high-end algorithm software. Atari products: Adebug/Assemble, official Atari DSP Debugger, and own JPEG/MPEG decoders
Clifton, Don.....	don@u.washington.edu GENIE: D.CLIFTON4	SpiritWare Developer (Bible study tools)
Cole, John.....	j.cole@lexicor.com Lexicor@world.std.com CIS: 75300,763 GENIE: LEXICOR Delphi: LEXICVOR, LEXICORWORLD	Lexicor Developer
Cunningham, Edward.....	ecunning@heartland.bradley.edu as824@cleveland.freenet.edu	Info-Atari8 Digest/Info-Atari16 Digest mailing list moderator
Current, Michael.....	mcurrent@carleton.edu UUCP: ...!umn-cs!ccnfld!mcurrent aa700@cleveland.freenet.edu	Cleveland Free-Net 8-bit Atari SIGop Maintainer of the Usenet/Internet 8-bit Atari FAQ List Maintainer of the Usenet/Internet 8-bit Atari Vendor/Developer List
DiMasi, Nick.....	nickd@vpnet.chi.il.us dimasi@comm.mot.com	Suburban Chicago ATarians (SCAT) users' group (8-bit,ST/TT/Falcon)
Dunham, Jerry.....	hoosier@rider.cactus.org aace@rider.cactus.org	Austin Atari Computer Enthusiasts e-mail and Usenet news organizer,
Feldman, Ari.....	feldak79@snyoneva.cc.oneonta.edu	maintainer of user group product database, 5 8-bit Atari's, 4 ST's
Grabnar, Matija.....	matija.grabnar@ijs.si	Professional graphic artist for ST series of computers, created graphics for several commercial and shareware ST games, Majic Soft, Inc., Marketing Director, regular contributing writer to ATARI UNITED! Disk Magazine
Heller, Andrew K.....	root@akh104.rh.psu.edu	Largest Slovenian computer magazine--Atari Department Head

System Administrator of temp jag site on akhl04.rh.psu.edu,
includes: avi files, screen shots, faq, and various other Jag facts

Herborth, Chris.....herborth@53iss6.waterloo.ncr.com
cherborth@semprini.waterloo-rdp.on.ca
UNIX applications ports: official Atari port of INFO-ZIP's free
unzip application, a variant of NetHack (called netHack--),
ported text adventure Dinkum, working on porting Angband 2.5,
GEM development using GNU C++ and Warwick Allison's GEM++ library,
user-tech-support via email and comp.sys.atari.st, help users
get UUCP connections on their ST, and beta tester of software

Hern, William.....whern@bnr.ca
"ST Applications" UK Magazine, Desktop Discussion columnist

Horvat, Fred.....ap748@cleveland.freenet.edu
Cleveland Free-Net Atari SIG Portfolio Support Area SIGOp

Lake, Marshall.....mlake@irscscm.uucp
UUCP: ...!uunet!media!irscscm!mlake
...!uunet!mimsy!bogart!irscscm!mlake
Genie: mlake@genie.geis.com or MLAKE
CIS: 73717.3174
TEAM Software Developer, software includes: "A Day at the Races"
(ADAR), "A Day at the Races Companion" (ADARC), Owned by:
Marshall Lake, Piet Francke

Lavi, Mark.....marklavi@delphi.com
mlavi@bix.com
Delphi--Technical Associate, Online Services, reference for
Atari communities with full Internet access on DELPHI and BIX

Leair, Mark.....aa338@cleveland.freenet.edu
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Vote Issues and Results

<< Voting Booth >>

One exciting feature of the Atari SIG is its voting booth. Here, users can create their own opinion polls. The voting booth is accessible from the main menu of the Atari SIG on the Cleveland Free-net (CFN). Select option '11' from this main menu to enter the voting booth.

This month's voting poll of interest was submitted by Len Stys:

Do you feel the Atari Jaguar will be a success this year will sales over 750,000?

Vote Options:

1. Yes
2. No

You may vote on this issue through the Atari SIG on CFN. If you do not have an account on CFN yet, you may send your ballot by internet e-mail to "aa338@cleveland.freenet.edu". Please address your letter with the subject "Jaguar Vote". We will post the results to this poll in the next issue of CAIN.

Online Atari Conferences

The Cleveland Free-Net (CFN) has the facilities to provide Real-Time Online Conferencing. It is hoped that the Atari SIG can sponsor Atari conferences in the future. The conferences would be held on CFN's chat system called the "IRC". IRC stands for "Internet Relay Chat." This is a special program that allows real-time conferencing through the internet network. However, CFN's IRC is local, or accessible only by CFN users. If you are interested in these conferences, or would like to be a guest-speaker on one of these conferences, please send internet e-mail to "aa338@freenet.cleveland.edu". Finally, stay tuned to this newsletter for transcripts from these conferences.

General Information of Need

How to Contribute to CAIN

For full details on contributing to CAIN, please check out the "CAIN Online Newsroom," option 13 from the Atari SIG's main menu. In summary, we can use articles, tutorials, and reviews on Atari products. The format is simple --ASCII format with 80 characters per line. The text should be sent via internet electronic mail to "xx004@freenet.cleveland.edu". All submissions to CAIN become the property of CAIN, unless otherwise agreed upon.

Article Requests

Below are some suggestions of articles we would like to see in future issues of CAIN:

Newsletter Needs

<< Updated 21-Feb-1994 >>

Communications: Any articles that fit into the area of communications (ie: reviews, summaries, articles, tutorials on BBS systems, term or BBS software, services, etc for any Atari computer) may be submitted to this section. When submitting to this section, please address this article with the subject "Communications".

File Archives: Any type of summary, review, or list of new files that are on any Atari ftp archive will benefit our readers. Please address this article with the subject "ftp archives".

Information requested for a future feature article:

Atari Users Groups all over the United States have been reporting drastic declines in membership over the years. Among others, one probable cause is Atari's stagnant marketing strategies. At the very least this is preventing new users from entering the Atari user-base; but what about the existing Atari users who are leaving the scene? There are probably strategies out there for keeping people interested in Users Groups and Atari products. In a future issue of CAIN I would like to provide an article which covers successful methods users groups are using to keep people in groups. Furthermore, I'm interested in having a look at any users groups who are successfully supporting an orphaned computer (ie: TI, Timex, Adam, etc.). Perhaps our community can learn something from these other communities. Any commentary, research, or interviews from Users Groups who are successfully dealing with this epidemic, will benefit the Atari community. No deadline has been set on this article yet, but certainly if you have any helpful information, please send it to the publisher. Address any information on this topic with the subject "User Group Feature".

THOUGHT OF THE MONTH: Who enjoys seeing kids vomit on television commercials?

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Atari, ST, Mega ST, STE, Mega STE, TT030, Atari Falcon030, TOS, MultiTOS, NewDesk, BLiTTER, Atari Lynx, ComLynx, Atari Jaguar, Atari Portfolio, and

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